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KIDS TO ADULTS



AGES 6+



INSTRUCTION  
BOOKLET

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ENTERTAINMENT SYSTEM



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■ **Planetary Survey:** M17X (a.k.a. "Party Planet")

■ **Specific Gravity:** Low – 0.14 standard G

■ **Planet Formation:** Surface of the planet supports entire population – however interior of planet contains enormous caverns of unknown dimensions and origin. Areas within the caves are connected by a mysterious network of tubes and dimensional vortexes.

■ **Indigenous Life Forms:** One – known as Morfs, peaceful, intelligent, polystructural gelatinous beings, capable of temporary rearrangement of physical form after coming in contact with "Morf Templates" – artifacts containing organic data for flight, wheeled, swimming or other body configurations. It is possible that all Morfs were once a single, large organism, which evolved into separate beings in order to have someone to party with.

■ **Observed Behavior:** The driving force behind Morf society appears to be the desire to have a good time. Though they do not possess distinct eyes or ears, younger Morfs frequently wear sunglasses and portable CD players.



Music CDs have enormous importance to the Morfs and may contain more than just tunes. Morfs have the ability to spontaneously explode at will, damaging any creatures nearby, although since they have no natural predators, this may simply be a really cool thing for them to do. After detonation, Morfs can reconstruct themselves by using spare plasma which they carry with them.

**Social Structure:** Just as the Morfs have no solid shape, they appear to have no stable form of government, preferring to "Just let wild things happen," according to one young Morf known as Mohawk. Unfortunately, this situation has allowed a single, politically ambitious (and flexibly challenged) Morf to construct an army of robotic soldiers (Bots) in the underground caverns and attempt a complete takeover of the Morfs and their planet. This self-proclaimed "General" Headslot has all but succeeded in his domination, his anti-party posters stating "**I will soon rule all of you spineless globs, HA HA HA.**" To demoralize the Morfs and further his plans, Headslot has stolen all of the music CDs and built them into his Bot production factories. Only Mohawk and his best bud Headphone Jack have been brave enough to enter the caves in an attempt to defeat Headslot's Bots and restore things to... uh, whatever they were before.



# GETTING STARTED

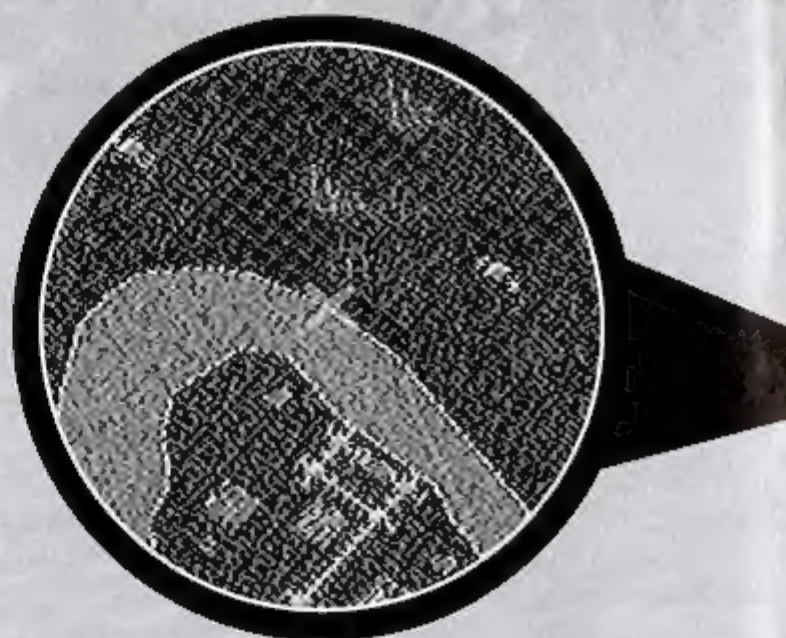
Make sure the power to your Super NES is off. Insert the **Mohawk & Headphone Jack** Game Pak into your Super NES system with the attractive label facing forward. Plug one or two game controllers into your Super NES and turn the power on. Oh, yeah — you need a TV and stuff, too, but you can find those details in your Super NES Instruction Manual. When the Mohawk & Headphone Jack title screen comes up, you can select from the following options by pressing up or down on the Control Pad and pressing any button:

**One Player** — use Controller One to help Mohawk find his way through the caves and back to the surface.

**Two Players** — Player One will play as Mohawk and Player Two will control Headphone Jack. Players will take turns — whenever a player loses a life, control will go to the other player.

**Options** — Here you can change the A, B, X & Y Button functions or enter a 6-digit passcode to continue an unfinished level (look for codes when you finish each level). You can also see the credits to learn who's responsible for this game.

If you let the game sit, the demo will start — if you watch it, you might learn something, but it's not as much fun as playing, so press Start and let's get busy!





# CONTROLS



**Control Pad** — Move Left & Right, press Up to look up, press Down to look down and do a Rock Morf. What's a Rock Morf good for? Uh, nothing really, but it looks kinda cool and if you could roll, you could collect moss, or something.

**A Button** — Hurdle; a low jump good for clearing obstacles or bad Bots.

**B Button** — Leap; a high jump which lets you catch lots of air.

**X Button** — Morf Explosion; blow bits of yourself all over enemies. Cool.

**Y Button** — Spike Morf; roll up to protect yourself and give enemies the point.

**A & B Button** — When swimming or flying, use these to propel yourself faster.

**L & R Buttons** — Rotate the entire screen Left or Right.

**Start Button** — Pause game. While in the Pause Menu, you can change sound options. Press the Control Pad Up & Down to select options, press Left & Right to change. Press Start again to unpause.

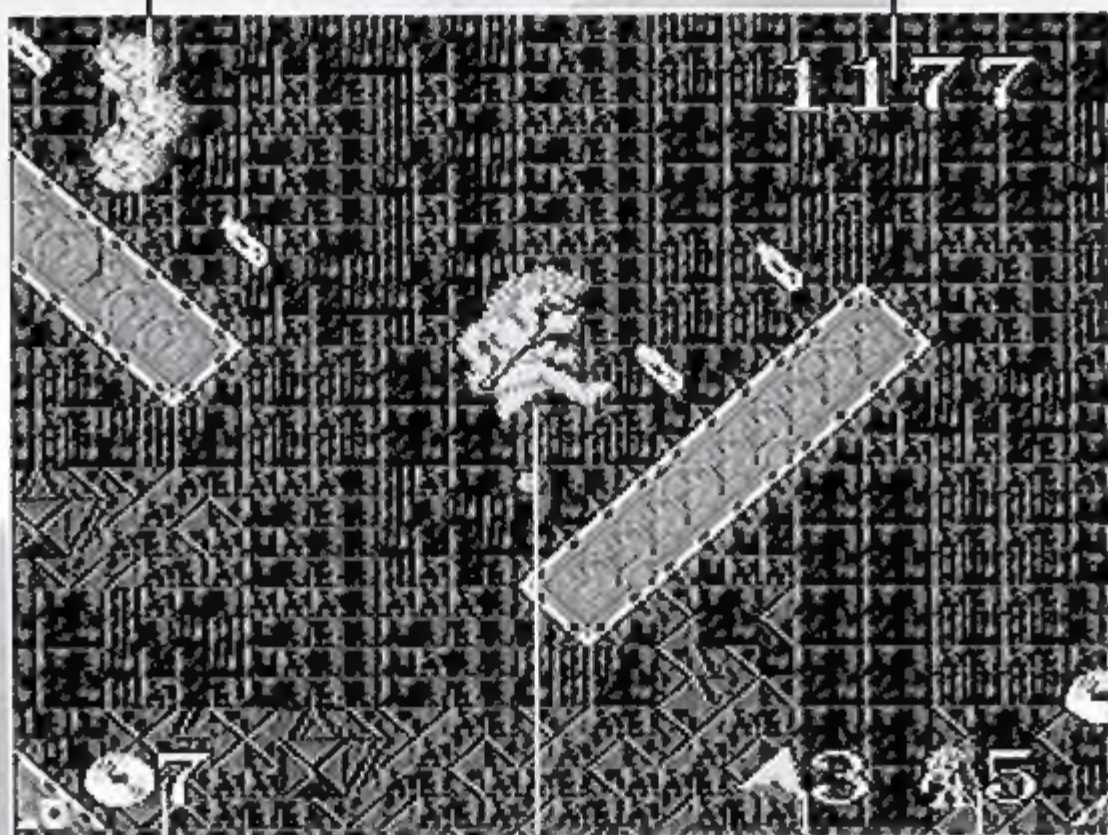
**Select Button** — Map Screen. Your position is shown by the yellow X. Move the Control Pad around to check out your surroundings. Press the X Button to zoom in — press Y to zoom out. The L & R Buttons rotate the map and Select brings you back to reality. Whew.



# STATUS SCREEN

Spare Plasma

Score



CDs Collected

My Man Mo

Energy

Lives

# TUNES SCREEN



Press the Start Button to pause the game and bring up the Tunes Select Screen. Here you can select from available music tracks, change the music volume, turn sound effects

and music on or off. Press Up and Down to select different options, then press Left and Right to change options.



# PARTY PUTTIES IN THE HOUSE!

In order to restore their planet to its former level of coolness, you must help Mohawk and Headphone Jack travel through the seven worlds of General Headslot's subterranean caverns. Once underground, you must defeat the Bot Bosses and travel through the Vortexes to reach the surface and party big time. Fortunately, there are some goodies around to help you...



**CDs** — Morfs use these discs to record their core biological data. And they're also great to rock to! Upon taking over the planet, General Headslot has swiped all of the Morf's CDs, taking them underground to power his Bot-production machinery. To stop the General and his infinite supply of Bot soldiers, you must reclaim all of the CDs you can find. Picking up CDs adds to your score and collecting enough of them on each level will open a doorway to the next world.



**Mega CDs** — Grab these huge discs to spin up your score and change music tracks in the game. Despite their size, they're not easy to find. Make sure you explore all areas and check your map for spots you've missed.



**Power Supply** — These Bot Batteries can be found inside the caverns. Picking up a Power Supply charges up your Health Points, allowing you to recover energy taken away by hitting a Bot or obstacle. If you run out of batteries, you will lose a life.



**Spare Plasma** — Sort of a Morf Band-Aid, these Plasma balls allow your Morf to reconstruct after exploding. You can carry up to three at a time. Your explosive ability can be used to take out some Bots.



**Data Recorder** — X marks the spot. If you touch one of these yellow plasma spheres, you will be able to continue from that point if you get splattered later on.



# MORF TEMPLATES

These are ancient (pre 70's) artifacts left behind by some unknown (and slightly messy) culture. Nobody knows who invented the Morf Templates, but handily enough, they contain structural information which allows Morfs to rearrange their plasma into different configurations. If you touch a template, you will automatically gain a new Morf Ability for a short while. After a few moments, the effect will wear off and you will return to your standard (but still hip) Morf configuration. You can use the same template as often as you like.



## Burn Rubber Morf

Peel out with super single-wheel drive which gives you extra speed, superior traction and hot jumping ability!

## Flying Morf

Sprout some wicked wings and fly to all those spots you couldn't reach. It's just so cool — what more can you say? Press the A or B buttons to flap those babies.







### **Inflate-O-Morf**

You're fulla hot air, and fortunately it will float you to places you want to be. Just watch for sharp objects!

### **Creature From Ooze Lagoon Morf**

Whoa! Late nite B-movie time! Grab some gills and hit the beach — this is the only way to swim! Just make sure you wait for two hours after eating.



### **Suction Morf**

Suction Man, Suction Man — does whatever a plunger can. Stick to walls, climb on floors — grab those tunes, they're all yours. Watch out, here comes the Suction Morf!



### **Spring Morf**

Major bounces can be yours with these huge springs — it's the shoes, right?





# THE WORLDS

Defeating General Haddock and his Bat army isn't going to be any picnic. There are many worlds in the underground caverns, some of which have never been explored. Lucky you've got to be the first.

## Scraping the Surface in the Bat world, you'll have a chance to learn your

That doesn't mean things are going to be easy. Even your eyes were hit when Lord Bat's Mountain. Call this and the Bat Bat. Cuddly with his name. What you haven't got eyes here yet.

## Tropical Caves

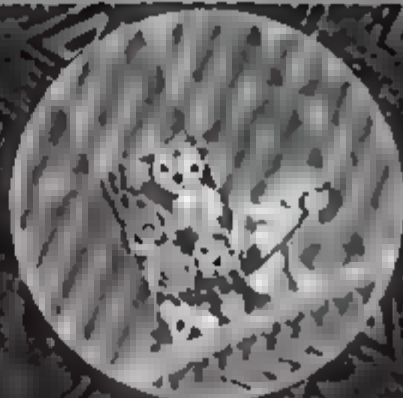
Things are getting worse. Subterranean lava Bat world, looking for and to produce a jungle-like environment. Dangerous plants and creepy bats inhabit the undergrowth. Rumors of Cave-Bats and fire-breathing lizards should be spread - after all, the few surviving explorers have claimed that a magical old Bat guards this world.

## Deep Water

These caverns are partially filled with water, and unfortunately the bats down there are waterproof. Stay clear of the intelligent Scorch-Bats and the ill-tempered, ink-spitting Octobats. (You know he only has four arms, but it's still cooler to call him an Octobats.) Make sure you come up for air once in a while, or you'll be blue.



**Toxin in the Machine** Dany is Headshot's bot, produced by the hovering spherical platforms which the bots use to communicate. Dany has a bit of power of her own, and the radiation that she produces is the most

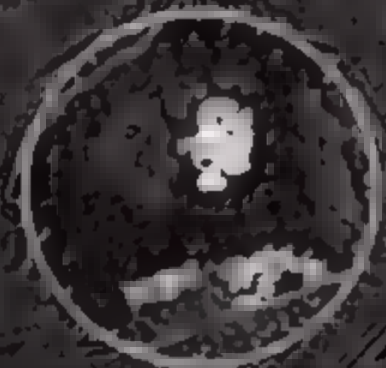


### It Takes Guts

to take on the General's army. You're going to find your way out of the surface, and you're going to find your way back. The General's army is still making the most of the bots that have entered its system. And I hope that it's not too late for you to be the most important person



**Getting Warmer** Either the core of the planet is hot, or someone's cooking some scary pudding down there. All the bots seem to be fire-breathers. In trouble. Watch your head when you jump, the ceilings are covered with electric discharges. We are very dangerous.



**Radio-Active** Headshot keeps his magnetic body guards down here to protect the radioactive zone in plans to release on the surface. But we're not going to let that happen, are we? This won't be enough to kill all of switch, explode-a-balls, killing transporters and connecting networks of Data Tube.



**Headshot H.Q.** No Mori has ever seen the depths of the General's hideout and survived to tell the tale. You must defeat Headshot to return to the surface. Good luck!



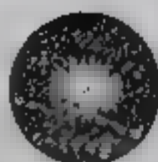
# GAME TIPS



You will rack up points for collecting each CD and for hitting Bots and Bot Bosses. At the end of each level, you get points for the percentage of the total CDs in that level. To improve your score, go back and look for every CD and Mega CD. Write down those Passcodes when you get them so you can continue!



Enemies, CDs and pickups will not appear on the Map, but level exits and level bosses will be shown by a red X once you have collected a certain number of CDs. Bonus Warps will open up after you collect a certain number of CDs on each level. This is a good way to rack up serious numbers of disks. Check your map regularly to discover unexplored areas of the level.



You can only pick up CDs and pickups when running or jumping, not when rolled into a defensive spike ball.



Use the Ooze Tubz and your various Morfs to get from one area of the level to the next. Pay attention to the forks in the Ooze Tubz — they can take you to new areas of the level.



You will need to hit switches to get safely past certain areas. Some switches are located in secret rooms — keep exploring!

You already guessed the volume goes higher than 10, right?



Remember that the Party Planet has extremely low gravity, allowing Morfs to be drawn to any nearby surface. Use this to jump from platform to platform to reach all the way to the ceiling. But by the time you reach it, the ceiling will have become the floor. Whoa. If you jump high enough, you may be able to go orbital!

For more hints and tips, call 1-900-370-HINT

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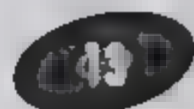
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